

BRAINSTORMING NOTES:

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Ideas for the story:

Temple of Rebirth - where souls are reintegrated into their bodies when they die.

The Oracle - where you pay a stone to get your memory back

Everyone starts out with two resurrection stones and.

The supermarket, where you can gather normal supermarket-y items.

The hardware store, where you can gather normal hardware-y items.

The DATA BANK - Where memories are stored and restored. RESTORAL costs a stone.

Who is the big bad?

Secret Abilities, Motivating Factors, and Ulterior Motives

Secret Abilities: Each identity has a secret ability. That ability results in a roll-boost when it is triggered by a certain word (or word type, like if they mention a vegetable or a color). If you tell anyone else your secret ability you will lose it.

The Big Bad is one of the players. They have an Ulterior Motive.

Spells:

Spell of Revelation - Requires Unholy Water (which is only found at the Desert Altar)

PC Tasks:

PC Pictionary: Take as much time as you need, but each player gets only one guess.

The Griffin: Obtain the Cadbury Egg of Righteousness via a question that I can't answer, but that each of your opponents can. (Each player can try once)

Magical objects found by the group need to be given to a specific player who will 'own' it.

The Pyramid of Total Information Awareness

one of the players is carrying something that can be used to fashion a

OH! The whole game is a LOOP! The players have just finished a scenario where they were all at the

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desert altar, and one of them suicided with an ESSENTIAL ITEM in hand, and then the other suicided with the other ESSENTIAL ITEM

Plotline:

Arrive, disoriented at the Temple of Resurrection

Where souls are reintegrated into their bodies when they die

Transport to a 'touchstone' (black stones)

Three initial possible landing sites:

- The Outlet Mall - Arrive at the locker bank

Acquisition of goods (hardware store, player empowerment and self-determinism)  
Need the three ingredients to destroy the altar, two of which happen to be the ingredients needed to summon the Burninator.

- All manner of stores (markets, hardware stores, etc.)
- Data Bank

- Valhallaland - Arrive at the locker bank

- Temple of the Crimson Kraken

Obtain the Kraken's Egg of Succulence via a question that I can't answer, but that each of your opponents can.  
(Each player can try once)

- Sanctuary of the Griffin Roost

PC Pictionary: Take as much time as you need, but each player gets only one guess. If you win you get the Courage Spell. If another player wins, they get a single question answered, with a level of crypticness equal to one GM die roll (10 = really fucking cryptic)

- Pyramid of the Dentrassi

Tell a story and get a Babelfish Extreme

- Gift Shop

where you can get cheap knock-offs of the things you get in the true holy places.

- Fake courage spells ("For entertainment purposes only")
- Fake Kraken's Eggs of Succulence  
for all intents and purposes, these are equal to the real thing, but cost money.
- Fake Babelfish Extremes (why??)

- The Casino Royale

Materialize in a restaurant bathroom (opposite gender of the first person to use the stone).

Discovery leads you to the restaurant, then out to the casino. No

matter how hard you try, you can't find your way out of the casino.

The only way out is by touchstone. If all people arrive with their touchstones in hand, they'll need to find a creative way out.

**THINGS:**

- Casino Tables
- Restaurant
- Data Bank
- Concierge

The conceierge ("Tim") tried to be helpful however he can, but is frustratingly useless, in an ingratiating sort of way. The one thing he \*is\* useful for is general information, and he tries to get you to enjoy yourself by taking an arial tour of Las Vegas.

Hopefully this will entice the PCs, because it's the only thing other than a touchstone that lets them leave the Casino Royale (unless they somehow find a way to break the bank and buy the place).

The helicopter pilot has always wanted a Kraken's Egg of Succulence.

- He's heard that they're yummy.

**Arrival at the Altar of Infinite Badness**

Note that there is a black muddy Humvee sitting empty near the Altar entrance. This is the vehicle used by the threesome on their previous iteration through this world, just prior to the triple-death and 'reset.'

**Player notes:**

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Attributes: Strength, Luck, Persuasiveness

Skills:

Fessik - Strong

Inigo - Lucky

Vincini - Persuasive

Endgame:

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The Summoning of the Burninator requires:

- a sacrifice of the unwilling on the altar.
- pouring a Cold One on the altar
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what is the opposite of summoning the burninator? The intercession of the Holy Marzipan:

- Casting of the 'pocket spell for Courage' on the altar

**ITEM NOTES:**

People can be 'attuned' to touchstones. If you touch a touchstone with the intent of 'attuning' to it, then you can forever jump to wherever that touchstone is. NOTE: Someone can share their attuning of a touchstone with another person if both parties are willing and in physical contact. You can always jump to the location of a touchstone you are attuned to, and you can choose which touchstone to jump to. You can't tell where they are until you get there, though.

Touchstones and lifestones are equal in value on the open market, but a reasonable case must be made to get someone to trade one for another. Each are worth about \$600.

Cold Ones can be bought in the supermarket, the hardware store, or the casino royale restaurant. They cost \$1 each.

A "Babelfish Extreme" will transmit only directed thoughts. They don't let you read minds.